UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG™

SONIC THE COMIC

FREE SPINNER!

BADNIK PIN-UP

MOTO BUG!

FREE GIFT MISSING? ALERT YOUR NEWSAGENT NOW!

£1.25 • No 95
21 JANUARY 1997

95
9 770969 304044

FORTNIGHTLY

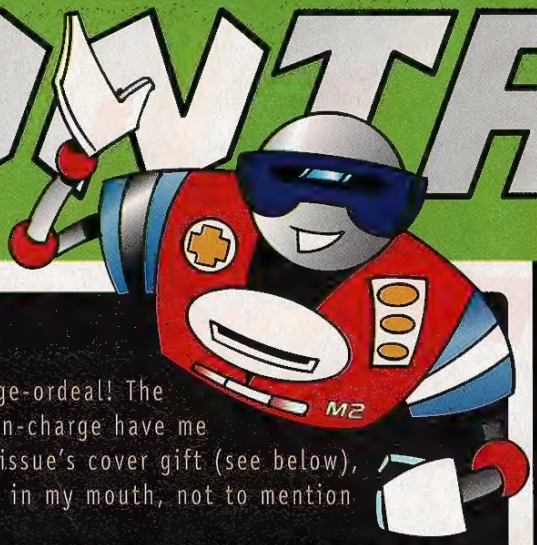
THE BIG FIGHT!
OUT FOR A SPIN!

TOP FLIGHT NEW STORIES

PLUS KNUCKLES, SATURN GAME REVIEW & MORE!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

I'm having a real orange-ordeal! The seedy humes-who-think-they-in-charge have me under attack by flinging this issue's cover gift (see below), and it's leaving a bitter taste in my mouth, not to mention a dent in my metal!

Before I go and thump them (don't copy this at home), let me mention *STC's* two new stories which feature this issue. There's The Big Fight (coincidence - you figure!), plus the Amy story, Out For A Spin, anyway, just take it from me that there's more than enough to keep you going for the next fortnight. However, be warned: there's *another* mega gift heading your way in the shape of an exclusive Sonic badge (see the back page).

Now where was I? Oh yes, about to break my New Year Resolution - where are those humes!

Megadroid

ORANGE AID!

It's not just Tails and Shortfuse who get to fly, Boomers! Tens of thousands of *STC* Sonic Spinners are whizzing across living rooms (and unsuspecting droids) at this very moment! To ensure maximum effect from this fantastic free gift, here's a few suggestions to help you become a high flyer;-

WE HAVE LIFT OFF!

5. Position your *STC* spinner between your thumb and forefinger.
4. Hold close to your heart.
3. Simultaneously swing out lower half of arm (from the elbow down), combined with a firm flick of the wrist.
2. Release spinner.
1. Watch in amazement, taking care not to drool all over your jumper!

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wong
- DESIGNER: Gary Knight
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Burton

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SEGA COMPILED BY ChartTrack © ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	NEW	FIFA '97
2	↑	SONIC 3D
3	↓	PREMIER MANAGER '97
4	↓	TOY STORY
5	↓	DESERT STRIKE
6	↓	ROAD RASH 2
7	↑	DYNAMITE HEADDY
8	↓	SONIC AND KNUCKLES
9	↓	LOTUS TURBO CHALLENGE
10	↓	WORMS

SATURN

1	↑	TOMB RAIDER
2	↑	WORLDWIDE SOCCER '97
3	↓	DAYTONA USA CHAMP EDITION
4	●	FIGHTING VIPERS
5	●	LOADED
6	●	NiGHTS
7	↑	SEGA RALLY
8	RE	VIRTUA COP
9	●	DESTRUCTION DERBY
10	↓	ATHLETE KINGS

MEGA-CD

1	RE	ECCO THE DOLPHIN
2	↑	THUNDERHAWK
3	↓	TOMCAT ALLEY
4	↑	SILPHEED
5	RE	HOOK
6	RE	ETERNAL CHAMPIONS
7	↓	ROAD AVENGER
8	↓	SONIC CD
9	RE	CHUCK ROCK 2
10	RE	WOLFCHILD

GAME GEAR

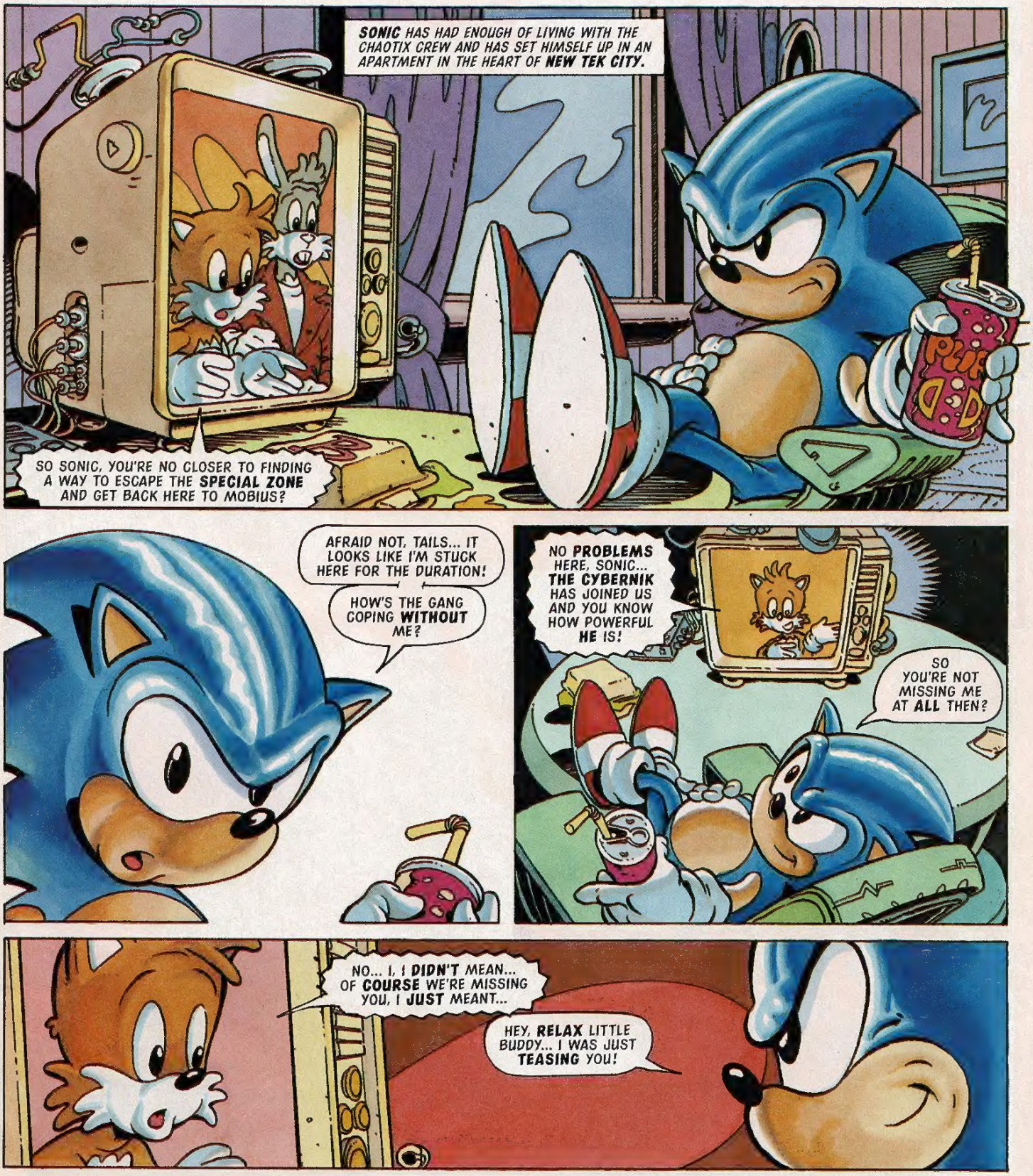
1	↑	DYNAMITE HEADDY
2	RE	MICRO MACHINES
3	↑	COLUMNS
4	↓	MICRO MACHINES 2
5	↓	SONIC THE HEDGEHOG
6	↑	SONIC: TRIPLE TROUBLE
7	RE	FANTASTIC ADVENTURES OF DIZZY
8	↓	ECCO 2: THE TIDES OF TIME
9	RE	COSMIC SPACEHEAD
10	NEW	MAN OVERBOARD

SONIC THE HEDGEHOG

The BIG FIGHT

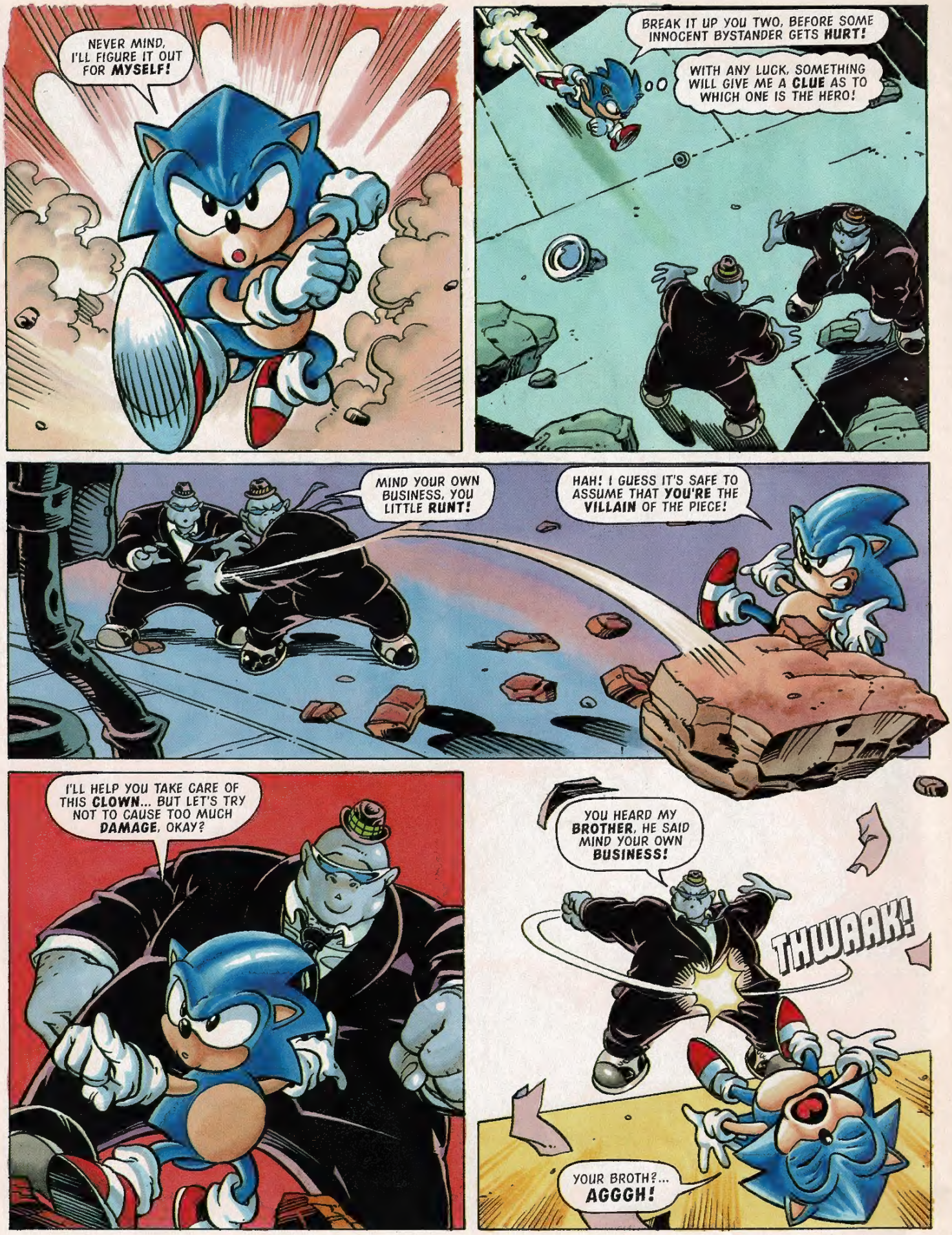
COMPLETE STORY

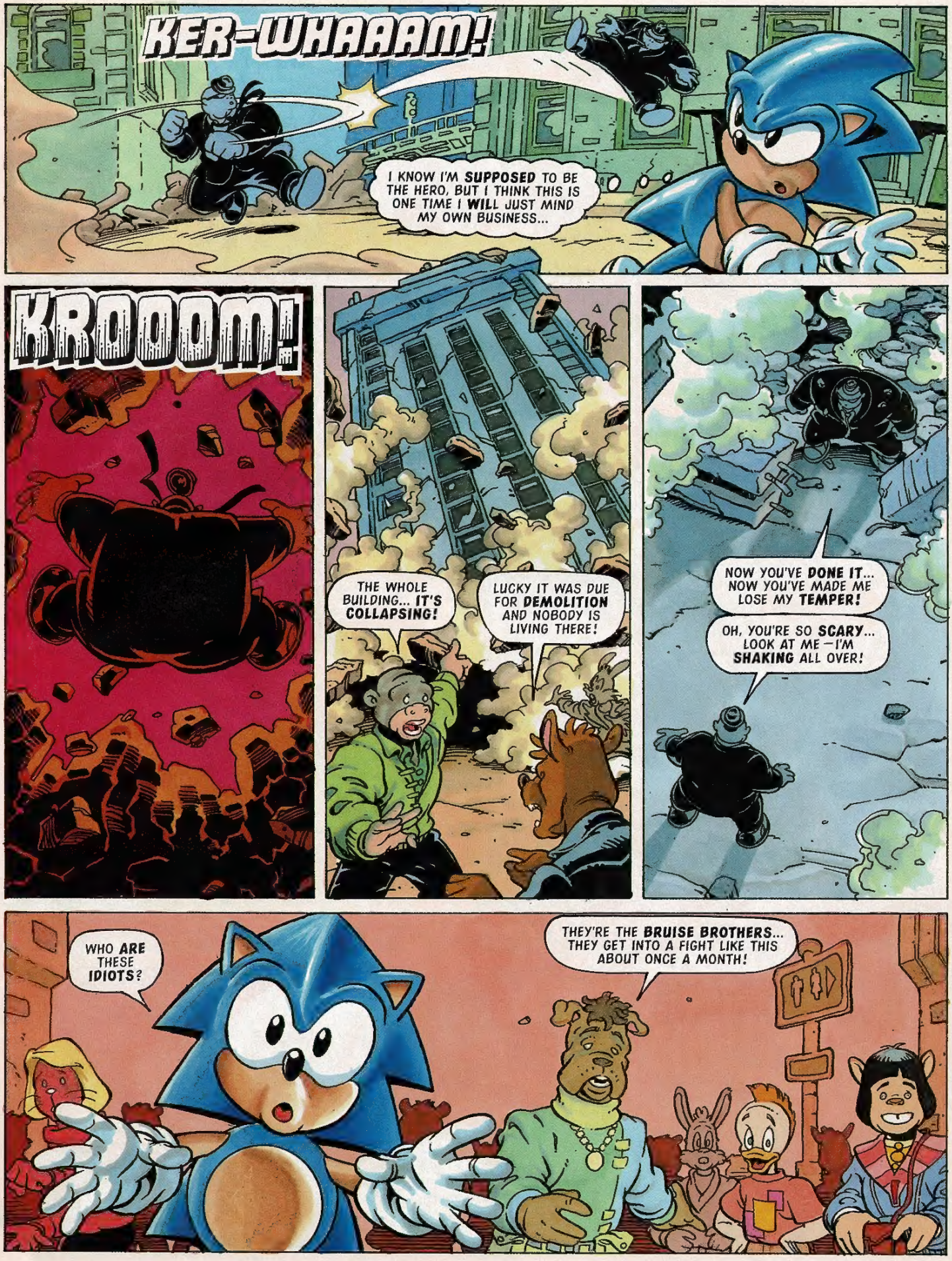
Script: NIGEL KITCHING Art: RICHARD ELSON Colouring: STEVE WHITE Lettering: TOM FRAME

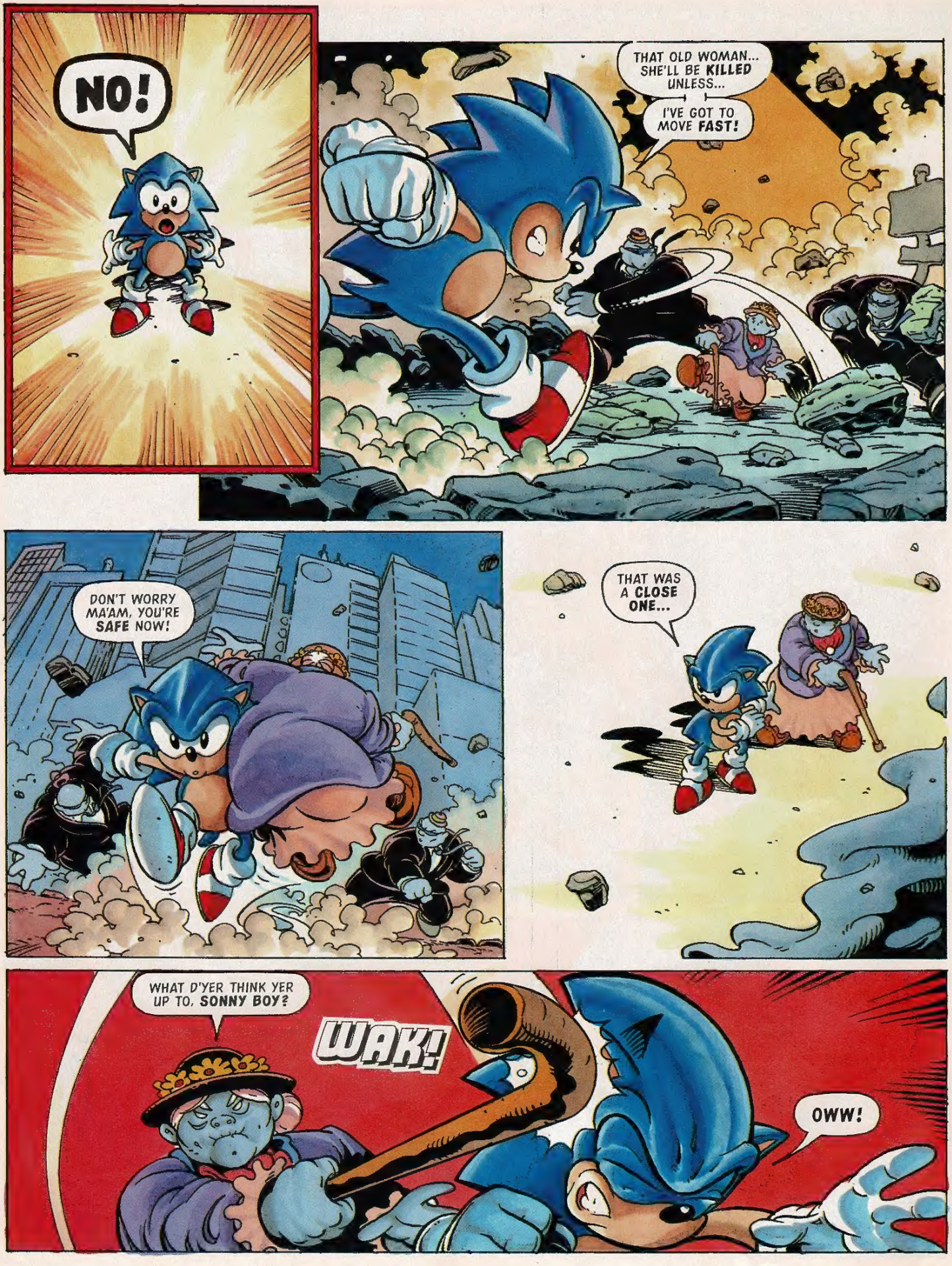

SONIC HAS HAD ENOUGH OF LIVING WITH THE CHAOTIX CREW AND HAS SET HIMSELF UP IN AN APARTMENT IN THE HEART OF NEW TEK CITY.
SO SONIC, YOU'RE NO CLOSER TO FINDING A WAY TO ESCAPE THE SPECIAL ZONE AND GET BACK HERE TO MOBIUS?
AFRAID NOT, TAILS... IT LOOKS LIKE I'M STUCK HERE FOR THE DURATION!
HOW'S THE GANG COPING WITHOUT ME?
NO PROBLEMS HERE, SONIC... THE CYBERNIK HAS JOINED US AND YOU KNOW HOW POWERFUL HE IS!
SO YOU'RE NOT MISSING ME AT ALL THEN?
NO... I, I DIDN'T MEAN... OF COURSE WE'RE MISSING YOU, I JUST MEANT...
HEY, RELAX LITTLE BUDDY... I WAS JUST TEASING YOU!

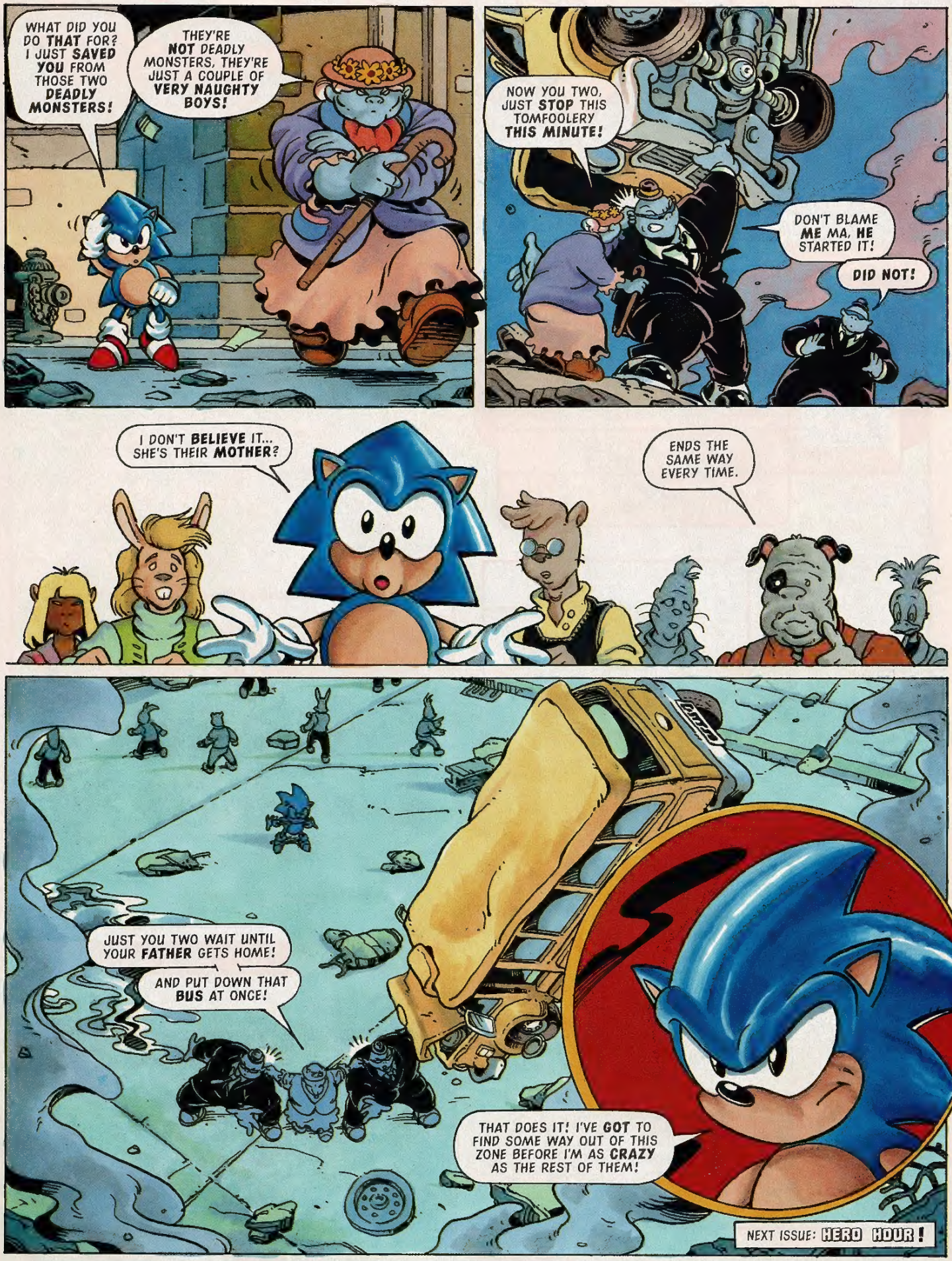
WHAT THE HECK'S THAT? IT'S MAKING THE WHOLE BUILDING SHAKE!
THOOOM!
THOOOM!
THOOOM!
I GOTTA CUT THE CHAT, BUDDY, IT SOUNDS LIKE HALF A DOZEN BOMBS HAVE GONE OFF IN THE STREET OUTSIDE!
I DON'T KNOW WHAT'S GOING ON, BUT MAYBE THERE'S SOMETHING I CAN DO TO HELP!
OH, BOY!
NO WAY!

LET'S SEE HOW YOU LIKE THIS, YOU PIECE OF . . .
KRASSSSH!
COME OUT OF THERE, I AIN'T FINISHED WITH YOU YET!
KRUMP!
CHEW ON THAT, YOU CRY BABY!
AGGGH!
NOW, I'M REALLY GONNA TEACH YOU A LESSON!
DO YOU GIVE IN OR DO I TEAR YOUR HEAD OFF?
I'D LIKE TO SEE YOU TRY, YOU BIG GIRL'S BLOUSE!
I'VE GOT TO DO SOMETHING... WHICH ONE OF THESE NUTTERS IS THE BAD GUY?
IF I WERE YOU I'D KEEP OUT OF IT... THOSE TWO ARE TOUGH!


NEVER MIND, I'LL FIGURE IT OUT FOR **MYSELF!**
BREAK IT UP YOU TWO, BEFORE SOME INNOCENT BYSTANDER GETS **HURT!**
WITH ANY LUCK, SOMETHING WILL GIVE ME A **CLUE** AS TO WHICH ONE IS THE HERO!
MIND YOUR OWN BUSINESS, YOU LITTLE **RUNT!**
HAH! I GUESS IT'S SAFE TO ASSUME THAT **YOU'RE** THE **VILLAIN** OF THE PIECE!
I'LL HELP YOU TAKE CARE OF THIS **CLOWN**... BUT LET'S TRY NOT TO CAUSE TOO MUCH **DAMAGE**, OKAY?
YOU HEARD MY **BROTHER**, HE SAID MIND YOUR OWN **BUSINESS!**
THWAAK!
YOUR BROTH?... **AGGGH!**


KER-WHAAAM!
I KNOW I'M SUPPOSED TO BE THE HERO, BUT I THINK THIS IS ONE TIME I WILL JUST MIND MY OWN BUSINESS...
KROOOM!
THE WHOLE BUILDING... IT'S COLLAPSING!
LUCKY IT WAS DUE FOR DEMOLITION AND NOBODY IS LIVING THERE!
NOW YOU'VE DONE IT... NOW YOU'VE MADE ME LOSE MY TEMPER!
OH, YOU'RE SO SCARY... LOOK AT ME — I'M SHAKING ALL OVER!
WHO ARE THESE IDIOTS?
THEY'RE THE BRUISE BROTHERS... THEY GET INTO A FIGHT LIKE THIS ABOUT ONCE A MONTH!


NO!
THAT OLD WOMAN... SHE'LL BE KILLED UNLESS...
I'VE GOT TO MOVE FAST!
DON'T WORRY MA'AM, YOU'RE SAFE NOW!
THAT WAS A CLOSE ONE...
WHAT D'YER THINK YER UP TO, SONNY BOY?
WAK!
OWW!


WHAT DID YOU DO **THAT** FOR? I JUST **SAVED YOU** FROM THOSE TWO **DEADLY MONSTERS!**
THEY'RE **NOT** DEADLY MONSTERS, THEY'RE JUST A COUPLE OF **VERY NAUGHTY BOYS!**
NOW YOU TWO, JUST **STOP** THIS TOMFOOLERY **THIS MINUTE!**
DON'T BLAME **ME** MA, **HE** STARTED IT!
DID NOT!
I DON'T **BELIEVE** IT... SHE'S THEIR **MOTHER?**
ENDS THE SAME WAY EVERY TIME.
JUST YOU TWO WAIT UNTIL YOUR **FATHER** GETS HOME!
AND PUT DOWN THAT **BUS** AT ONCE!
THAT DOES IT! I'VE **GOT** TO FIND SOME WAY OUT OF THIS ZONE BEFORE I'M AS **CRAZY** AS THE REST OF THEM!
NEXT ISSUE: **HERO HOUR!**

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

DESTRUCTION DERBY

Reviewed by Chris Jones.

SATURN

SATURN

GAME TYPE: 3-D RACING
PLAYERS: 1-2
PUBLISHER: PSYGNOSIS
PRICE: £39.99
RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

Destruction Derby is the closest thing to stock car racing that you will find on the Saturn. You start off racing a new saloon car, which by the end of each race, either blows up or looks like it has gone twelve rounds with Mike Tyson! The aim of the game is to win races by outmanoevring and battering your 19 other opponents!

On five different tracks - including the final 'bowl' arena - you score points by forcing other cars out of the race by inflicting heavy impacts on them and by nudging them into either 180 degree or 360 degree spins. Throughout this destruction your car gets broken up as well, and a diagram shows which bits have sustained critical levels of damage. You can even get hauled out of a race if your car gets too wrecked.

The five tracks are ace to race on, with some having crossroads on the course that can lead to massive pile-ups in the middle. These big crashes look excellent, as does the action in the 'bowl' arena. Here you have to try and spread the damage you sustain over the whole car to survive the longest.

Destruction Derby is a good conversion of the original Playstation game (the *what*? - Megadroid). The graphics are good and there's a lot of activity in every race. The game's atmosphere is boosted by spectacular crashes and the drivers who shout out cheeky comments. Control of your car is easy to master and this makes the game very playable. However, bear in mind that there are a lot of other very good racing games on the Saturn!

FINAL COUNTDOWN

RAVES
Smashing fun!

GRAPHICS 80
SOUND 70
PLAYABILITY 75

GRAVES
Once you have the measure of the races, the challenge fades.

OVERALL 75

KNUCKLES
ROOTS
Part 1
Script: NIGEL KITCHING
Art: NIGEL KOBBYN
Lettering: ELITTA SELL
KNUCKLES HAS ARRIVED IN METROPOLIS CITY IN TIME TO SAVE SOME PROTESTERS FROM BEING ATTACKED BY DOCTOR ROBOTNIK'S BADNIKS.
THAT TREE... IT SPOKE TO ME!
I DID INDEED, AND IT'S A PLEASURE TO MEET YOU...
NOW DO YOU SEE WHAT'S SO IMPORTANT ABOUT SAVING THESE TREES?
I SURE DO, EBONY.
THIS IS THE GREAT ELDER TREE... ROBOTNIK WANTS TO CLEAR THIS SITE SO HE CAN BUILD A TOWER BLOCK!
AND I GUESS YOU CAN'T REALLY ASK A TREE TO MOVE...

I AM THE ELDEST OF THE FAUNA AND I SPEAK FOR THE WHOLE ECO SYSTEM OF PLANET MOBIUS...
THE PLANET HAS BEEN POLLUTED AND IT IS TIME TO CALL A HALT...
THIS IS INCREDIBLE! YOU TREES ARE SOMETHING SPECIAL!
WE ARE NO MORE PRECIOUS THAN THE OTHER TREES ON MOBIUS... ONLY ONE OF YOUR RACE WOULD THINK TALKING WAS SO IMPORTANT!
WE ARE GRATEFUL FOR YOUR HELP, BUT NOW YOU SHOULD GO.
NO! WE WON'T LEAVE YOU!
YOU ARE THE OLDEST TREE ON MOBIUS... YOU MUST BE SAVED!
ROBOTNIK'S FORCES WILL RETURN AND WE DO NOT WANT ANYONE HARMED!
YOU OUGHTA LISTEN TO THE TREE... CLEAR OUT OF HERE AND NOBODY WILL GET HURT!
EXCEPT YOU, EBONY, AND YOUR FRIEND PYJAMAS... ROBOTNIK WANTS YOU BOTH ARRESTED!

WE... WE'RE RUNNING... IT'S A FOREST... A GIGANTIC FOREST!
PYJAMAS! THIS IS NO TIME FOR ONE OF YOUR VISIONS...THEY'RE ALWAYS WRONG ANYWAY!
KZEEEE!
SO, ROBOTNIK THINKS YOU CAN HANDLE ME, DOES HE, OMEN? HE'D BETTER THINK AGAIN!
I'M INSULTED! YOU DON'T EVEN RECOGNISE ME, DO YOU?
TIME WAS WHEN I WAS THE MOST WANTED CHARACTER ON MOBIUS!
THE NAME'S KNUCKLES, BOZOS...
WAKK!
...AND THIS IS HOW I GOT MY NAME!

YOUR CHEAP SPELLS CAN'T BREAK THROUGH MY ENCHANTED SHIELD, OMEN!
FWOOOSH!
THIS SHOULD TAKE CARE OF YOU!
ONLY IF IT HITS ME, UGLY!
NO!
WHROOM!
IT CANNOT BE...
YOU HAVE DESTROYED THE ELDEST OF US ALL.
HIS WISDOM AND BEAUTY IS LOST FOREVER...

WHAT THE...!
YOU WILL ALL PAY VERY DEARLY FOR THIS OUTRAGE!
THIS IS IMPOSSIBLE!
DON'T TELL ME, TELL THE FLIPPING TREES!
WHAT WERE YOU SAYING ABOUT MY VISIONS ALWAYS BEING WRONG, EBONY?!

NEXT ISSUE: LOST IN THE WOODS!

MOTO BUG BADNIKS!

STC PIN-UP!

ART: FERRAN RODRIGUEZ

Spotlight on The Disney Channel

Catch all of your favourite characters strutting their stuff on The Disney Channel in January. It's a must for all those in the know.

The Mighty Ducks

This hard wearing hockey-gear doubles up for super heroes a must for every teenage mallard's wardrobe this season.

Sebastian and Flounder, Ariel's constant companions carry on their high jinks 'under da sea'.

Brand Spanking New Doug

Knobbly-kneed 12-year-olds may not be everyone's idea of a super-model, but who knows where Doug's imagination will take him next...

The Little Mermaid

And here comes Princess Ariel, sporting the latest in beach-wear. She's bound to make a big splash on the catwalks and on your TV screens!

Timon and Pumbaa

And of course, centre stage, The Disney Channel presents those lovable rogues, Timon and Pumbaa.

Aladdin - The Series

Cutting a dashing figure, here's Aladdin, in an in-Genie-ous little number from Arabia.

© Disney, Jumbo Inc.

Catch up on the latest news about your favourite programmes on The Disney Channel Web site
http://www.disneychannel.co.uk

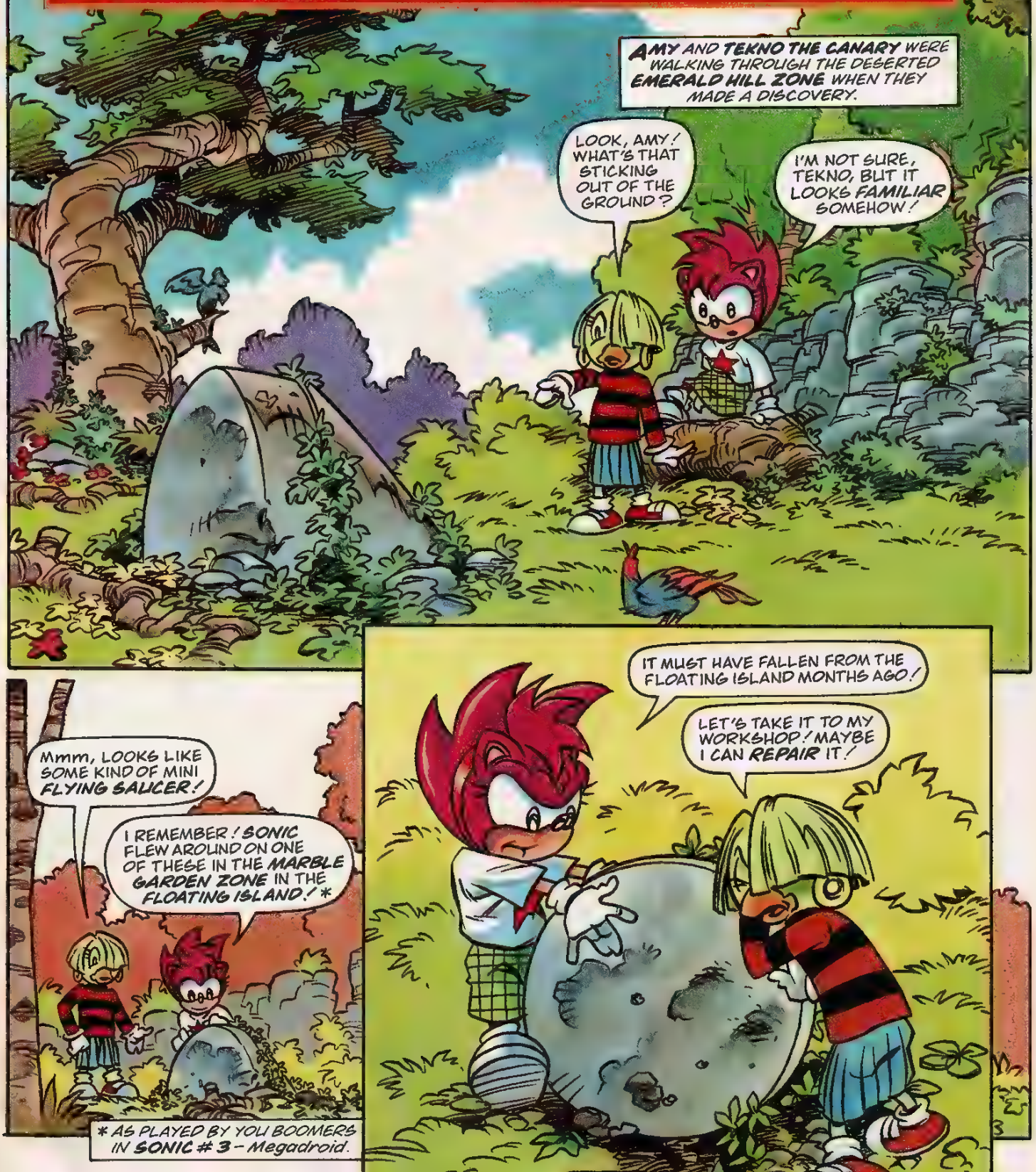
The Disney Channel

AMY'S ADVENTURES

Out for a Spin

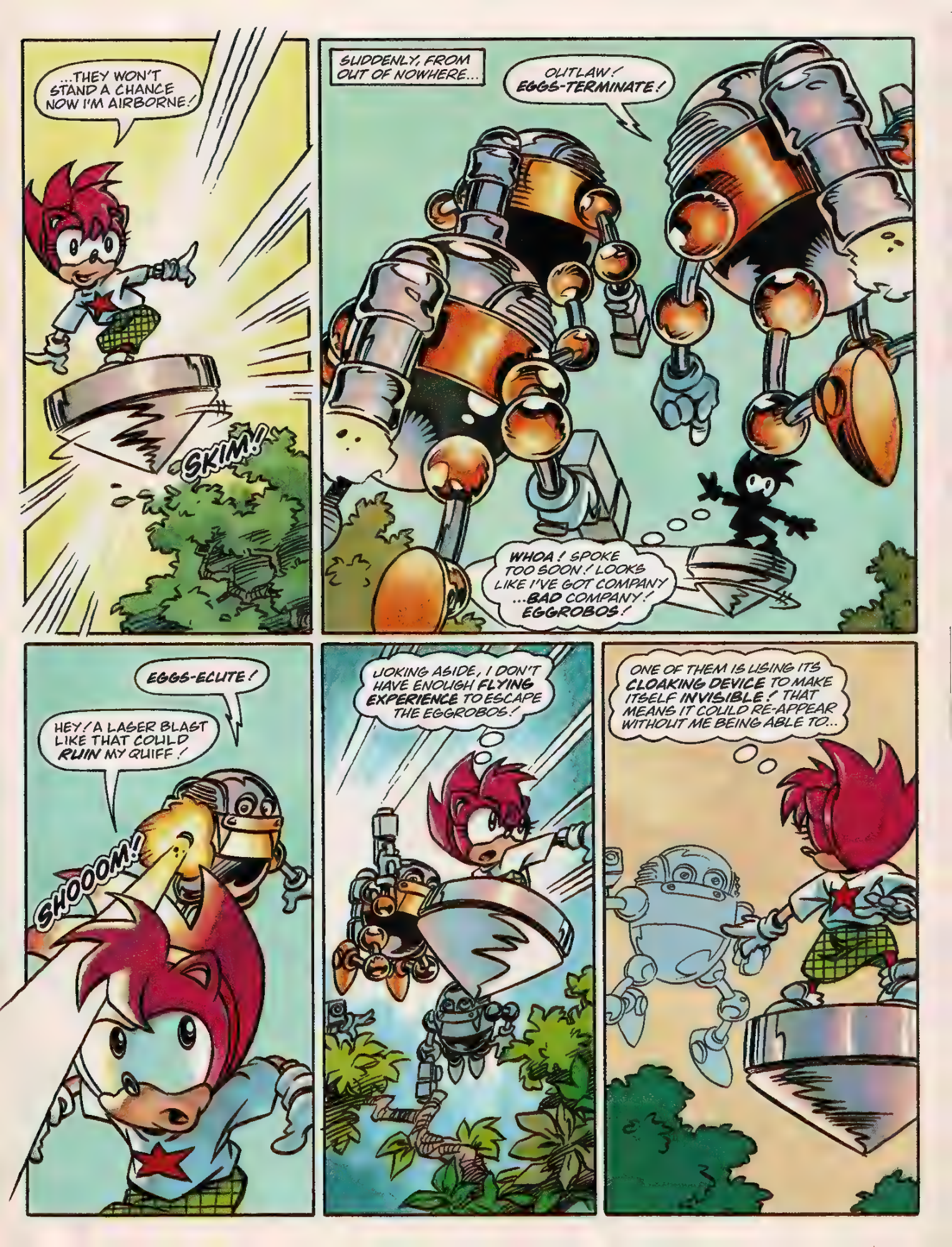
Art: ROBERTO CORONA
Colouring: STEVE WHITE
Lettering: GORDON ROBSON

COMPLETE STORY

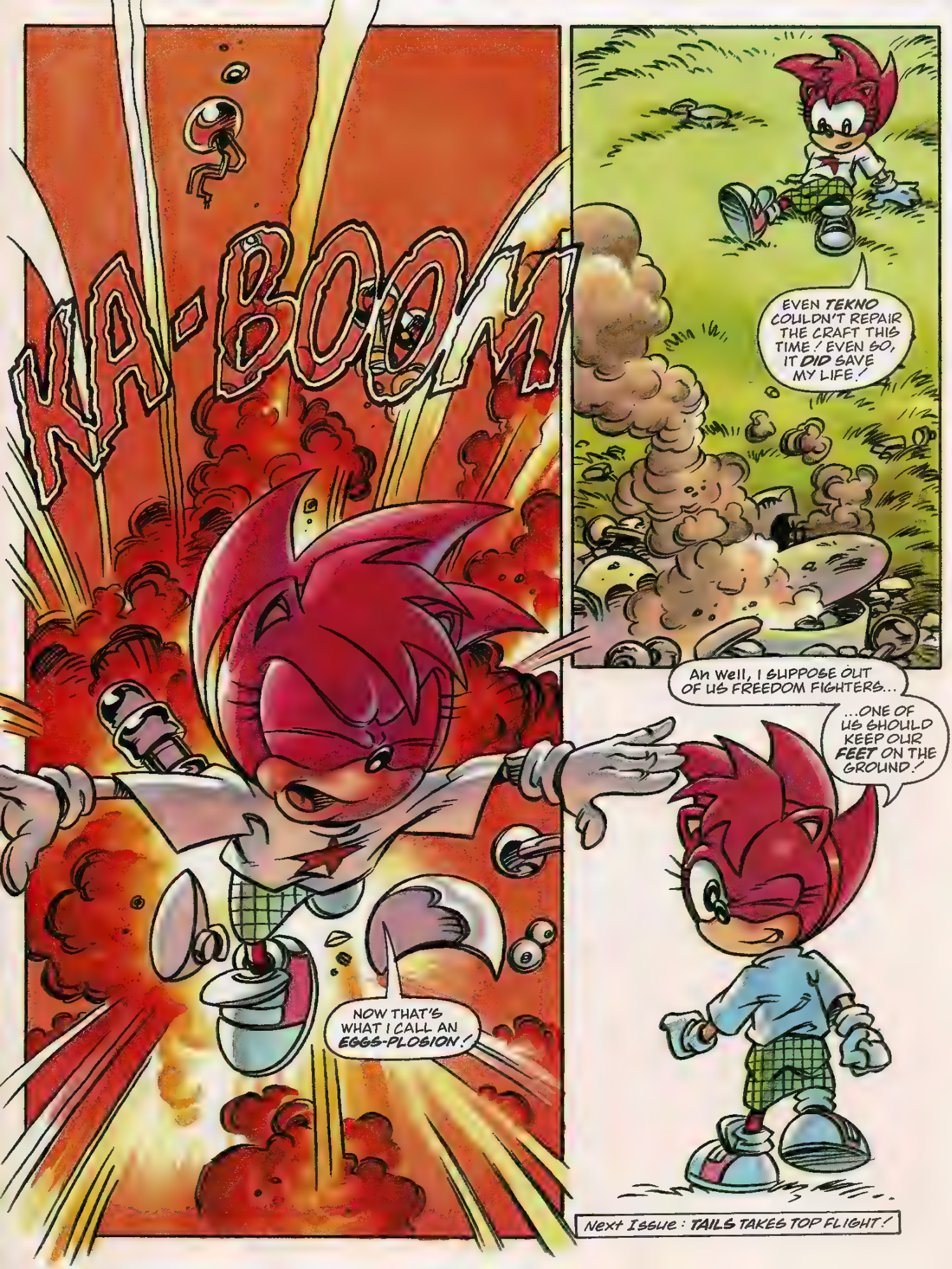

AMY AND TEKNO THE CANARY WERE WALKING THROUGH THE DESERTED EMERALD HILL ZONE WHEN THEY MADE A DISCOVERY.
LOOK, AMY! WHAT'S THAT STICKING OUT OF THE GROUND?
I'M NOT SURE, TEKNO, BUT IT LOOKS FAMILIAR SOMEHOW!
IT MUST HAVE FALLEN FROM THE FLOATING ISLAND MONTHS AGO!
LET'S TAKE IT TO MY WORKSHOP! MAYBE I CAN REPAIR IT!
Mmm, LOOKS LIKE SOME KIND OF MINI FLYING SAUCER!
I REMEMBER! SONIC FLEW AROUND ON ONE OF THESE IN THE MARBLE GARDEN ZONE IN THE FLOATING ISLAND!*

* AS PLAYED BY YOU BOOMERS IN SONIC # 3 – Megadroid.

LATER, IN TEKNO'S SECRET UNDERGROUND WORKSHOP...
LUCKILY, AMY, THERE'S NOT MUCH DAMAGE TO PUT RIGHT!
WHEN IT'S FINISHED, I WANT TO TAKE IT OUT FOR A SPIN!
I'D LIKE TO FLY SOLO - IF IT'S GOOD ENOUGH FOR TAILS AND SHORTFUSE...
THERE, GOOD AS NEW! I'VE FITTED A REMOTE CONTROL DEVICE TO IT, WHICH YOU CAN OPERATE WITH THIS WRIST GADGET!
COOL! CAN'T WAIT TO TRY IT!
HEY! IT WORKS!
NATURALLY! THEY DON'T CALL ME AN ENGINEERING GENIUS FOR NOTHING, Y'KNOW!
KEEP A LOOK OUT FOR BADNIKS, AMY!
RELAX...


...THEY WON'T STAND A CHANCE NOW I'M AIRBORNE!
SKIM!
SUDDENLY, FROM OUT OF NOWHERE...
OUTLAW! EGGS-TERMINATE!
WHOA! SPOKE TOO SOON! LOOKS LIKE I'VE GOT COMPANY ...BAD COMPANY! EGGROBOS!
EGGS-ECUTE!
HEY! A LASER BLAST LIKE THAT COULD RUIN MY QUIFF!
SHOOOM!
JOKING ASIDE, I DON'T HAVE ENOUGH FLYING EXPERIENCE TO ESCAPE THE EGGROBOS!
ONE OF THEM IS USING ITS CLOAKING DEVICE TO MAKE ITSELF INVISIBLE! THAT MEANS IT COULD RE-APPEAR WITHOUT ME BEING ABLE TO...

...AVOID IT! OH NO!
NO EGGS-CAPE!
NOW I TAKE YOU FOR EGGS-TERMINATION!
SOUNDS PAINFUL! MIND IF I BACK OUT?
REQUEST DENIED! NO EGGS-CAPING EGGS-ECUTION!
DON'T YOU EVER TIRE OF THESE EGGY PUNS?
NO! WE FIND IT EGGS-HILARATING!
YEAH? WELL, I FIND IT EGGS-HAUSTING!
WARNING! EGGS-TREME DANGER APPROACHING!
WHEEEE!
TOO BAD FOR YOU THAT YOU LET ME KEEP MY REMOTE CONTROL, BOZOS!


KA-BOOM
NOW THAT'S WHAT I CALL AN EGGS-PLOSION!
EVEN TEKNO COULDN'T REPAIR THE CRAFT THIS TIME! EVEN SO, IT DID SAVE MY LIFE!
Ah Well, I SUPPOSE OUT OF US FREEDOM FIGHTERS...
...ONE OF US SHOULD KEEP OUR FEET ON THE GROUND!
Next Issue: TAILS TAKES TOP FLIGHT!

Q ZONE

BOOMER ALERT

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

SONIC THE HEDGEHOG 3
Revisited

MD MEGA DRIVE

THE BOSSES [CONTD]

LAUNCH BASE ZONE

ACT 1
SWING'M SPIKEZ
This mace-swinging Badnik is the easiest one to beat!

- Position Sonic in the middle of the screen under the centre block from which the droid drops. Stay in position, do not move left or right as it descends.
- Wait for its rotating arms to move out of the way and ensure the spike isn't directly over you before you leap Sonic straight up to ram it. Keep jumping to ram it when its arms are out of the way. You can do this at will as long as you don't move left or right.
- After six hits, it will explode and it's time to rack up the points as the end-of-act marker descends.

ACT 2
DOCTOR ROBOTNIK'S FINAL CHALLENGE
This is it! The final show-down with ol' egg breath! However, this is the most difficult battle yet as Robotnik unleashes not one, but three diabolical new devices. Stay alert!

- Robotnik appears upper right in his ship. It raises itself up on giant legs and releases a ledge from below. A huge metal ball is fired from the wall.
- To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball; the problem is that the ball launches at different heights and at random, so you're left guessing!
- The best technique is to bi the bullet and jump on the ledge and keep ramming Robotnik's craft as quickly possible. After eight hits it will explode.
- Go right to find one of Robotnik's old Egg-Matics. Climb in and it takes off, flying Sonic to the right. Knuckles appears in front of you, standing on to of a tower. He is toppled off his perch and Sonic continues to fly right until he meets up with Robotnik once again.
- This time, Robotnik has a deadly new triple-stag craft. He rises up from the right, firing lasers at Sonic. Ram his ship five times to blow it up befo he drops down again!
- Ram him another four times and he explodes to reappear for the 'umpteenth' time!
- This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that ca grab Sonic and take his rings.
- You have to hit him eight times to beat him and reach the end sequence, assuming of course, tha you have collected all seven Chaos Emeralds.
- The moves are really tough and unforgiving here. However, practice will see you through.
- Robotnik's spiked machine will attack in three wa so strike back as follows to be sure of a hit. Whe it goes left and right above Sonic, it will swoop down the centre of the screen. Wait in the middl of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right above its deadly spikes.
- If he comes from the right or left, get to the cen or last third of the left or right of the screen. A he enters, leap right/left and hit his ship.
- Your timing must be spot on to make contact wit the right part of the ship - you'll soon see what meant!
- If all goes well, you're then treated to the end-o game sequence. Congratulations!

DON'T LET THIS HAPPEN TO *YOUR* COPY OF SONIC THE COMIC

MAD DICTATOR DOCTOR ROBOTNIK STILL HAS PLANS TO SABOTAGE COPIES OF *STC!*

SO BOOMERS, BEAT THE BAD EGG BY TAKING OUT A SUBSCRIPTION TODAY!

ONE YEAR U.K. SUB: £34.00 ☐
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SONIC'S WORLD

Part 2

THE MONSTER WAKES

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY [illegible]

EXPANDING THEIR SECRET BASE BENEATH THE **EMERALD ZONE**, **SHORTFUSE THE CYBERNIK** AND THE FREEDOM FIGHTERS* ACCIDENTALLY DISTURB A **DRAGON** FROM ITS LONG SLEEP. AND IT'S NOT HAPPY. . .

LOOK OUT, GANG!

RROOAARRSH!

EASY FOR YOU TO SAY, **SHORTFUSE**! WE CAN'T ALL **FLY** LIKE YOU AND **TAILS** CAN!

*JOHNNY, TAILS & AMY, PLUS TEKNO THE CANARY — Megadroid

TAILS! DISTRACT THE BEAST WHILE I TRY A **SURPRISE ATTACK**!

DISTRACT IT? **HOW**?

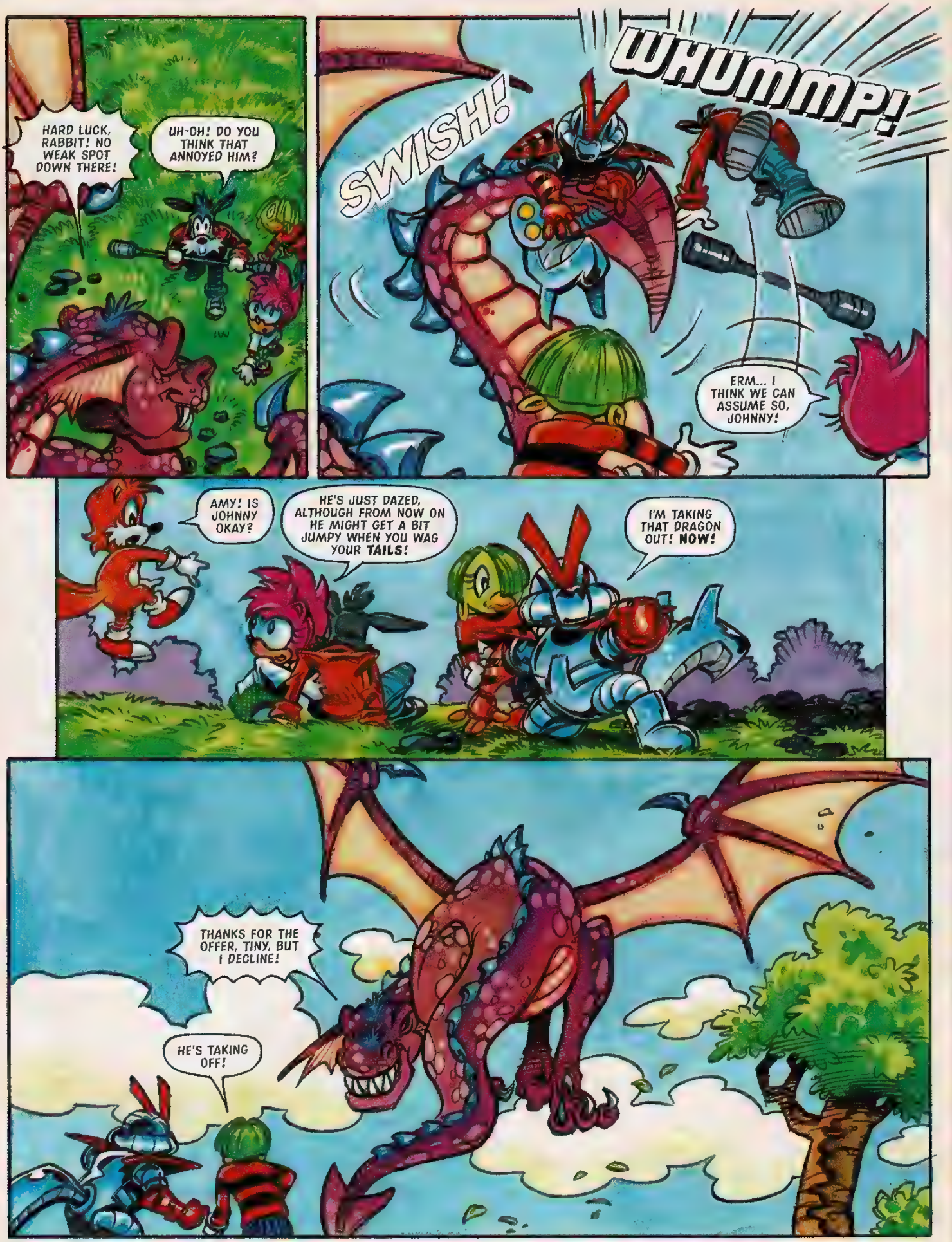
YOU'VE BEEN IN THE HERO GAME LONGER THAN I HAVE! **THINK FOR YOURSELF**!

SHEEE! **SONIC** WAS NEVER **THAT** BOSSY. . .

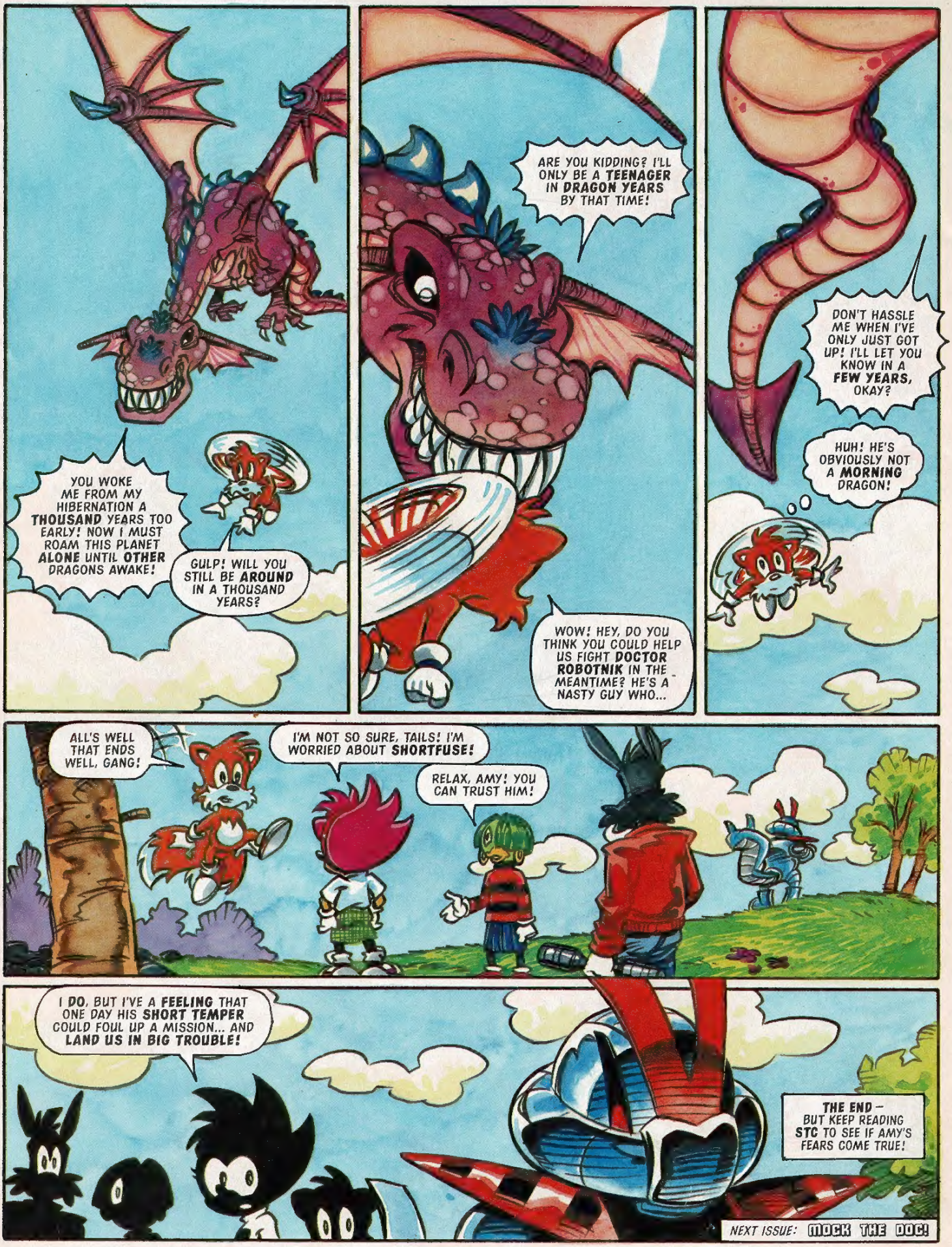
. . .WELL, NOT QUITE!

DON'T BUG ME, LITTLE FOX... OR I'LL ROAST YOU ALIVE!
ULP!
SORRY, DRAGON! ROAST FOX IS OFF THE MENU!
ZZAP!
AAGHHH!
FINE! I'LL HAVE THE TINNED SQUIRREL INSTEAD!
FUOOOSH!
YOWW!
HOW COME EVERY TIME I MEET A RAMPAGING MONSTER I GET SCORCHED? GOOD JOB MY ARMOUR IS SO TOUGH!*
LET'S SEE IF MY NEW STAFF CAN FIND A WEAK SPOT SOMEWHERE ELSE.
WHACK!
JOHNNY! WAIT-!

*SEE ISSUE 57 – Megadroid


HARD LUCK, RABBIT! NO WEAK SPOT DOWN THERE!
UH-OH! DO YOU THINK THAT ANNOYED HIM?
SWISH!
WHUMMP!
ERM... I THINK WE CAN ASSUME SO, JOHNNY!
AMY! IS JOHNNY OKAY?
HE'S JUST DAZED, ALTHOUGH FROM NOW ON HE MIGHT GET A BIT JUMPY WHEN YOU WAG YOUR TAILS!
I'M TAKING THAT DRAGON OUT! NOW!
THANKS FOR THE OFFER, TINY, BUT I DECLINE!
HE'S TAKING OFF!

HE WON'T GET FAR! I'M SETTING MY BLASTER TO FULL POWER!
SHORTFUSE! DON'T!
AMY! HAVE YOU GONE CRAZY? I'VE GOTTA STOP THAT MONSTER!
SHOOM!
THE DRAGON HASN'T DONE ANYTHING WRONG! WE SHOULD LEAVE IT IN PEACE!
THE CREATURE ATTACKED US! I'LL LEAVE IT IN PIECES!
NO, SHORTFUSE! AMY'S RIGHT!
THE DRAGON ATTACKED BECAUSE WE WOKE IT UP! IT PROBABLY THOUGHT IT WAS DEFENDING ITSELF!
I THINK WE SHOULD APOLOGISE TO IT!
ERM... EXCUSE ME! WE'RE SORRY WE WOKE YOU UP!
IT'S A BIT LATE FOR APOLOGIES, FOX!


YOU WOKE ME FROM MY HIBERNATION A THOUSAND YEARS TOO EARLY! NOW I MUST ROAM THIS PLANET ALONE UNTIL OTHER DRAGONS AWAKE!
GULP! WILL YOU STILL BE AROUND IN A THOUSAND YEARS?
ARE YOU KIDDING? I'LL ONLY BE A TEENAGER IN DRAGON YEARS BY THAT TIME!
WOW! HEY, DO YOU THINK YOU COULD HELP US FIGHT DOCTOR ROBOTNIK IN THE MEANTIME? HE'S A NASTY GUY WHO...
DON'T HASSLE ME WHEN I'VE ONLY JUST GOT UP! I'LL LET YOU KNOW IN A FEW YEARS, OKAY?
HUH! HE'S OBVIOUSLY NOT A MORNING DRAGON!
ALL'S WELL THAT ENDS WELL, GANG!
I'M NOT SO SURE, TAILS! I'M WORRIED ABOUT SHORTFUSE!
RELAX, AMY! YOU CAN TRUST HIM!
I DO, BUT I'VE A FEELING THAT ONE DAY HIS SHORT TEMPER COULD FOUL UP A MISSION... AND LAND US IN BIG TROUBLE!
THE END — BUT KEEP READING STC TO SEE IF AMY'S FEARS COME TRUE!
NEXT ISSUE: MOCK THE DOG!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

CHANGE MAIL!

Dear Megadroid,

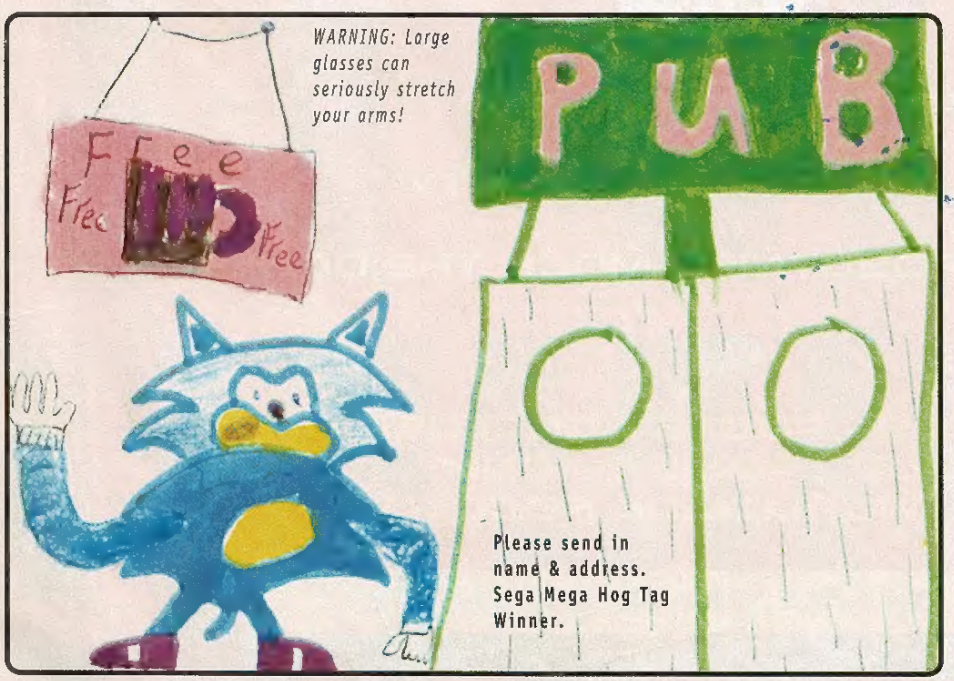
I love *STC*'s front covers but please tell us Boomers why you change from yellow to red to purple etc? Actually, I don't care what colour you are - you're still the best (after Sonic, Amy, Tails, Knuckles, Nack, the Badniks and old fat eggbelly himself!).

Christopher Bertenshaw, Crewe, Cheshire.
GG owner.
Sega Mega Hog Tag Winner.

What a regular Jimmy Tarbuck you are, Chris! Would you prefer me to wear the same thing all the time and join the dullsville humes around here? Not on your nellie (who is she anyway?).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!

Send your e-mail messages to:
stc@egmont.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!



Thomas Ludlow, Ealing, London.
Sega Mega Hog Tag Winner.

DONAL'S DITTY!

Sonic, Amy and Johnny are cool
Doctor Robotnik thinks he should rule
Vector's so brainy, Grimer is bad
Both are whizzes on computer joypads
Tails is fast, Charmy annoys
Robotnik bullies and calls in 'the boys'
Knuckles by nature, Knuckles by name
When something's wrong, he gets the blame
But my favourite of all the *STC* crew
Was David Gibbon for giving us clues!

Donal O'Mahony, Rosscarbery, Co Cork, Rep of Ireland.
Sega Mega Hog Tag Winner.

O what a lovely rhyme, popped in Cork, to share with thine!

NEXT ISSUE

FREE GIFT!

EXCLUSIVE SONIC BADGE!

3 NEW STORIES

SONIC - HERO HOUR!

TAILS - FURTUAL REALITY!

DOCTOR ROBOTNIK - MOCK THE DOC!

PLUS

KNUCKLES - ROOTS CONCLUSION!
PIN-UP - AQUIS BADNIK!
REVIEW - WORLDWIDE SOCCER '97!

STC 96 ON SALE WED, 22 JANUARY '97

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